

WICKED



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ELECTRIC DREAMS
SOFTWARE

LOADING INSTRUCTIONS

C64 cassette

Insert the cassette in your data cassette. Hold down the SHIFT key and press RUN/STOP.

C64 disc

Insert the disc in the drive. Type LOAD"*",8,1 then press RETURN.

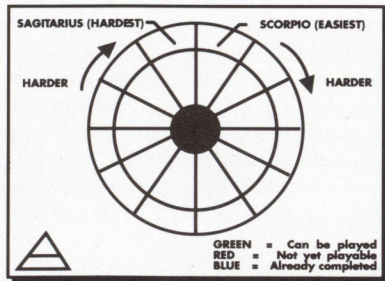
C128

Type GO64 then press RETURN. Type Y when prompted followed by RETURN, then follow the appropriate C64 instructions.

HOW TO PLAY WICKED

THE EYE OF INFINITY

The all-seeing eye looks on as you select your battleground against evil in the twelve great



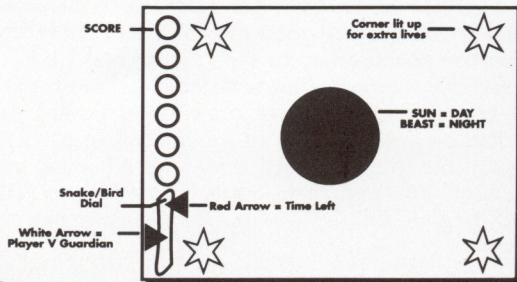
constellations of the Universe - the zodiac star signs. Initially you can choose from any of the first three constellations (move the cursor with the joystick and then press the trigger). If you win a constellation you are then able to play up to three levels higher and can select a challenge of appropriate difficulty and matching reward if you are successful.

THE CONSTELLATION MAP

After selecting a constellation on the eye screen, a map of it unrolls, showing all the stars with three highlighted. You must purge these three of evil to complete the constellation and save the Universe from the creeping infestation of darkness. Point to a star with the dagger and press the trigger.

THE PLAY SCREEN

Good and Evil: As you enter the screen, good (green) portals and evil (pink) portals are already producing yellow good growth and blue evil growth



respectively.

Yellow good growth can only cover evil growth that you have shot out, turning it blood red. You must shoot a pathway through the evil growth from your good portal(s) to his evil portal(s) allowing your good growth to reach and cover his evil portals, thus killing them. These evil portals are invulnerable to your fire but can be destroyed if covered by your good growth.

When all evil PORTALS (not necessarily all evil growth) have been eliminated, the screen is won. If, however, the evil growth is allowed to cover all of your good portals the screen is lost, along with a life. Extra lives are lit up in the corners of the screen.

Creating new good and evil portals: All growths have the ability to reproduce. At night time (when the Beast face dominates), new pink portals will appear, flashing on and off. You must kill these (by touching or shooting them) while they are creating or they will settle (the flashing stops), turning into new evil portals. These produce yet more evil growth and can only be destroyed when grown over by good growth. Listen out for the distinctive sound effect as they create and kill them immediately. If you let them settle the screen will rapidly fall to the Beast. Likewise, new good portals are created on good growths as green flashing areas. If you touch one of these you can carry it (turning you turquoise). You can then create a new portal ON EXISTING GOOD GROWTH ONLY by pressing the trigger.

Momentum control is according to joystick direction. Holding down the trigger produces continuous fire in the direction of the joystick and stops you moving.

The Guardians: (Such as the Daemon, the Knife Wheel or the Hand). The Beast sends his Guardians and their Servants from the land of Pandaemonium to protect his evil portals. On the left of the snake/bird dial, a white arrow indicates your status in the battle against the Guardian. During daytime you can shoot the Guardian, moving the white arrow up. If it reaches the top, the Guardian is sent back to Pandaemonium and you win a brief respite. When the Guardian or his Servants touch the player, the white arrow falls. If it reaches the bottom of the dial, you lose a life. YOU CAN ONLY HURT THE GUARDIAN DURING DAYTIME, at night your bullets have no effect.

On the right of the snake/bird dial is a purple arrow which falls continually. An insistent beat indicates that you are running out of time. When the purple arrow reaches the bottom, all hell is let loose and the screen is lost.

The Tarot: Once each day and night the central face opens, revealing a Tarot card, sent either by the forces of good or evil. If you touch the card before it completely disappears, it gives you a special power which may be good, bad or mixed. You must learn to read the cards to know what powers they confer and whether they were sent to help or hinder you in your battle.



Winning & losing: To win the game you must complete the hardest constellation, Sagittarius. You lose the game when all of your lives are lost and your soul is taken by evil.

GETTING STARTED

Start the game on Scorpio (where the dagger is first positioned), the easiest constellation, by pressing the trigger. Choose any star on the map and press the trigger again.

Once on the play screen, concentrate on the priorities: Pick up and drop spores on good growth close to evil portals. Shoot a path through the evil growth so that good growth can cover these evil portals. Destroy all evil portals when they are creating (flashing).

As you progress, learn to read the Tarot cards and deal with the Guardians as they become more dangerous.

USEFUL KEYPRESSES ON PLAY SCREEN

- P — Pause. Trigger to restart.
- Space — Exit play screen, forfeiting a life.
- Back arrow — Restart game.

LOADING DIFFICULTIES

We are always seeking to improve the quality of our product range, and have developed high standards of

quality control to bring you this product. If you experience any difficulties whilst loading it is likely to be a fault other than the product itself. We therefore suggest that you switch your computer off and repeat the loading instruction carefully, checking that you are using the correct set of instructions for your computer and software. If you still have problems consult the User handbook that accompanied your computer or consult your software dealer for advice. In the case of continued difficulty and you have checked all of your hardware for possible faults, may we suggest that you return the game to the place of purchase.

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MANOR FARM ROAD
READING RG2 0JN**

©Computer game Binary Vision 1989

CREDITS

Electric Dreams present WICKED, a Binary Vision Game

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|----------------------|---|
| Designed by: | Paul Norris and Rupert Bowater of Binary Vision Ltd. |
| Graphics by: | Jason Redman |
| Sound f/x and music: | Richard Joseph |
| Programmed by: | Paul Norris |
| Produced by: | Software Studios |
| Special thanks to: | Jonathan Strudwick, Rob Shepherd, Electronic Pencil Company, Richard Leinfellner, Hanna Bacon and J P Gibbons |





**Paul Norris &
Rupert Bowater
OF Binary Vision**

